Amendments to the Claims:

This listing of claims will replace all prior versions, and listing, of claims in
the application:

Listing of Claims:
The previous claims 8-17 have been redrafted as follows:

8. (new) A system enabling autonomous transactions by blocks of
information known as data packets, for payments for the purchase and sale
of such information and for payment for services such as transmission and
storage provided for such blocks of information, and furthermore enabling
autonomous transactions of such data packets with other parties so as to
enable self-adjusting markets in said information, transmission, storage, and
other kinds of services, such system being based on data packets which
include, (in addition to the conventional structure of data packets that
contains, in particular, an information content "payload" and an "overhead"
containing recipient and sender information), also two additional elements: a
control mechanism and a payment mechanism, all stored on a computer-
readable storage medium and transmittable by a network, thus enabling

dynamic and changing commercial transactions outside the direct control of senders and recipients, and comprising of:

    a. A string of digital signals known as a transactional data-packet, storable on a computer-readable medium, and transmittable through a network;

    b. a string of digital signals known as an access token, denominated at a certain value, and storable individually or together with other access tokens as part of said transactional data-packet (a) in a dedicated field known as a packet wallet field;

    c. a software control program known as a packet controller, capable of acceptance or rejection of prices offered by facility gateways (d), and of release or admittance of access tokens (b) to or from such gateways, with such packet controller programmable by the issuer of transactional data-packets (a) and storable on a computer-readable storage medium on a dedicated field in said transactional data-packet, in a field known as a packet controller field;

    d. a software program—able to interact with said transactional data-packet denoted above as (a) through said packet's packet controller (c), with resultant transactions transferring to or receiving from the said transaction wallet denoted in (b) the access tokens which the

said transactional data-packets (a) carry—located at the facilities

and equipment of users as well as of providers of various services

involving information, such program known as a facility access

gateway, and storable on a computer-readable medium.

9. (new) A method of using the system in claim 8 with access tokens,
comprising:

a. a sender of a transactional data-packet placing the access

tokens, after being acquired from an issuer of said tokens, in the

packet wallet of said transactional data-packet, together with

instructions for a specified task, and sending them to a

recipient, or recipient class, or to roam networks with a

specified task;

b. the transactional data-packets, controlled by the packet

controller, engaging in a transaction with the facilities gateways

of a service provider such as a transmission network or other

party, transferring said access tokens in full or part at the

facility access gate of a service provider in return for access to

the facility and its services, such as storage or transmission,

with the terms of such exchange transaction dependent on

circumstances such as congestion and demand conditions;

c. transferring one or several access tokens from the facility

wallet to the packet wallet in return for the service which the

transactional data-packet provides to the facility, such as the

transfer of the content information –such as audio, video, or

text types of content--from the transactional data-packet to the facility, or in return for other consideration;

d. returning of the transactional data-packet, with the access tokens in the packet wallet, to the sender or a designated third party;

e. ability to re-use the access tokens (b) by the sender, or by the owners of the facilities' wallets, in subsequent transactions.

10. (new) A system enabling autonomous transactions for payments of various kinds, not limited to those of information transfers, and including payments and purchases, and utilizing many types of electronic money, such system being based on a computer program known as an intelligent agent, which also contains a payment mechanism, all stored on a computer-readable storage medium and transmittable by a network, thus enabling commercial transactions outside the direct control of senders and recipients, and thus enabling the creation of markets by autonomous agents, and comprising of:

a) a string of electronic or other signals known as electronic money, storable on a computer- readable medium, in a data filed knows as an electronic wallet, stored on the transactional data-packet;

b) an automated software program known as an intelligent agent, storable and computer-readable, and programmed to transact with various facilities and equipment of providers of various services involving information, data, and media content, by transferring or receiving the said electronic money from or into the electronic wallet; and

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c) Storage media for data at various nodes of a network, as common for Internet and other data transmission systems.

11. (new) A method of using the system in claim 10 with an intelligent agent and all types of electronic money, for the purpose of engaging in all types of transactions, and comprising:

    a) programming an intelligent agent by its sender to engage in a transaction with other facilities, or to roam the networks with a specified task, and loaded with electronic money and an electronic wallet, and to accomplish the transaction with other facilities by way of various transmission networks ;

    b) the intelligent agent engaging in transactions with said facilities, including acceptance or rejection of prices, engaging in auctions, authorization of purchases, and of sales;

    c) the intelligent agent, in accordance with the negotiation it conducted with the facilities, releasing or receiving, electronic money from other entities;

    b) and returning such remaining electronic money, and any information acquired through the transaction, to the party engaging in transactions with said entities by the intelligent agent, or using said electronic money for subsequent transactions.

12. (new) A system enabling transactions with blocks of information known as data packets, for the repetitive payment for purchases and sales of such information, such system based on simplified transaction packets containing content information as well as means of electronic payments, and comprising of:

a) the system as in Claim 8, but without a packet controller (c)

13. (new) A method of using the system in claim 12 for repetitive payments with access tokens, comprising:

a) a sender sending simplified transactional data-packets to a recipient or recipient class, placing access tokens in the packet wallet after their being acquired from an issuer

b) transferring access tokens in full or in part at the facility access gate into the facility wallet in return for the services, which the packet provides to the facility, or in return for other consideration, and / or receiving said tokens from the facility wallet in return for services provided by said simplified transaction data packet; and

c) returning the simplified transaction packets to the sender, and redeeming said access tokens by the owners of said wallets by the issuer of the tokens or by others, or re-using said tokens for subsequent transactions.

14. (new) A system as in any one of Claims 8, 10, and 12, with additional and severable features, with the purpose of conducting a single master transaction instead of repetitive identical transactions of purchase, acquisition, transmission, storage or other transactions, such as those involving a lengthy information flow consisting of numerous packets, and comprising:

a) a field known as the convoy information field, on a transactional data- packet known as the master packet, (or, for purposes of Claim 10, known as the convoy intelligent agent,)

identifying the convoy containing other packets known as its follower packets , in whose behalf it conducts transactions with facilities, said field to be storable and computer- readable; and

b) a stored software program as part of the facility access controller that reads the source and destination addresses and other fields of convoy and follower packets, and is able to establish access conditions for follower packets based on said information, with the aim of reducing repetitive transactions.

15. (new) A system as in any one of Claims 8, 10, 12, and 14, and the methods of claims 9,11, and 13, for the purpose of enabling long software instructions to be broken up into several data packets, and to engage in the purposes of claims 8,10, 12, and 14, and comprising:

a) the transactional data-packet divided into of several shorter transactional data sub-packets, storable and machine-readable on storage media, which together form a full transaction data packet, and which are associated with each other through an identification in the convoy information fields contained in each of the said transactional data sub-packets.

b) a software program as part of the facilities controller which assembles the transaction data sub-packets identified as part of the same convoy, into a full transaction data packet, and by stripping it of repetitive packet overhead information, said assembly for the purpose of enabling a transaction between the transactional-data packet and the facility controller.

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16. (new) A system as defined in Claims 8, 10, 12, 14, and 15, including further software programs beyond the packet controller and the access tokens, enabling the transactional data-packets to engage in additional types of performance and applications, and further comprising:

      a) additional software stored on the transactional data-packet, storable on the machine-readable storage media, and capable of interaction with facility controllers.

17. (new) A system as defined in claims 8,10, 12, 14, 15, and 16, creating facility gateways remote from the actual facility, including on transaction data-packets, for the purpose of enabling transactions distant from both parties to the transactions, thus enabling the creation of markets serving multiple participants, and further comprising:

      a) facility gateways that can be located at a distance from the actual facility, and stored on a computer-readable medium;

      b)transactional data-packets whose packet controllers can interact with each other, thus enabling them to transact while remote from facilities.